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Patents Patents 1 - 10 on **online game chat authentication**. (0.06 seconds)

› List view

[Cover view](#)**Online gaming cheating prevention system and method**

US Pat. 7169050 - Filed Aug 28, 2002 - Matthew George Tyler

Accordingly, an end user of the **online game** server 103 can add a line to the configuration file of the anti-**cheat** detection program 115 (eg, ...

› Sort by relevance

[Sort by date \(new first\)](#)Client system, message exchanging method, and recording medium

US Pat. 7130884 - Filed Mar 29, 2001 - Kabushiki Kaisha Square Enix (also Trading as Square Enix Co., Ltd)

14, a memory card 1401 stores **authentication** data opening mode, transmits the ... which have received the **chat** start acquainted through **online games**, ...

› Any status

[Issued patents](#)Architecture for manufacturing authenticatable gaming systems

US Pat. 7203835 - Filed Nov 13, 2001 - Microsoft Corporation

One problem is that there are a number of hackers that constantly attempt to **cheat** during **online games** to gain various gaming advantages. ...[Applications](#)**Online gaming architecture**

US Pat. 6152824 - Filed Mar 6, 1998 - Mpath Interactive, Inc

REPLACEMENT MCP IS CHOSEN As a consequence of being **authenticated** with the ...
Chat Game Connections (CGC) 555 and Playable 50 **Game** Connections (PGC) 556. ...

Method for registering user information to exchange message on network

US Pat. 7058690 - Filed Mar 28, 2002 - Kabushiki Kaisha Square Enix

The server group 102 has an **authentication** present invention. server group ...

Game service: Provision of **on-line games** that are 30 user starts up on the ...

[APPLICATION] Message exchanging system and monitoring system

US Pat. 10187375 - Filed Jul 2, 2002 - SQUARE CO., LTD.

The content may also include an **online game** environment started via a communications ... The server group 102 includes an **authentication** server system 102a, ...

Management of player information in a multiplayer network **game** environment

US Pat. 7134961 - Filed Aug 27, 2002 - Kabushiki Kaisha Square Enix

The **online game** providing system 1 includes a lobby server 2, an **authentication** server 25 3, a content server 4, a message server 5, a mail server 6, ...

Online-composite servicing method, recording medium recorded with programs ...

US Pat. 7018295 - Filed Jan 19, 2001 - Kabushiki Kaisha Square Enix

The **chat** server DVD or a floppy disk. The **game** program 11A indicates an 6 also assists the communications between the displayed **online** dedicated **game** ...

[APPLICATION] Distributed video **game** system and method

US Pat. 10196339 - Filed Jul 16, 2002

The hub protocols are completely compatible with either **game** UI design method. [0061] **Authenticate** and register **chat** servers that connect to the **game** ...

[APPLICATION] Video **game** program and system, including control method and computer ...

US Pat. 9817338 - Filed Mar 27, 2001 - SQUARE CO., Ltd

3 is a schematic diagram showing a construction of the **online game** system ... [0048] The server group 102 contains: an **authentication** server group 111 for ...

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